

**LEGO**

# SEA CHALLENGE



**PRELIMINARY DESIGN DOCUMENT**  
Wes Jenkins / Creative Director



## **And here's how you play...**

**First:** After a brief introduction to the Phanta Sea, you swim to a surface platform testing your navigation skills and proving your bravery.

**Next:** You hunt for vehicle pieces scattered about the ocean floor in order to build a deep sea craft. This vehicle allows you to enter the cavernous unexplored regions of the deep where the lost Power Brick is reportedly to be found. The Power Brick, made of valuable jewels was stolen by LEGO bad guys who never quite made it back to dry land successfully. Without the Power Brick, The Rescue Center can not continue with its' mission to save the environment. The Power Brick is part of the large filtration system that removes toxins from our oceans and reintroduces life.

Once you successfully locate the bricks and your vehicle is built, you will traverse mazes of the ocean depths. You will need to solve certain problems like how to get through certain tunnels that may be locked or blocked. You have a fish translator, a camera, sonar equipment, help from the Rescue Center and your wits to help you find the Power Brick.

This Power Brick, once located, will trigger a higher level of danger and excitement. It will be stolen again by the newly arrived bad guys who are also looking for it. It is the Brickster and his pal, the Blockhead.

They will steal it again and then try to destroy you by deconstructing your vehicle as you try to deconstruct theirs.

**Finally:** You must hunt, chase, deconstruct the Brickster's and the Blockhead's vehicles, return the Power Brick to its rightful spot and, of course, you must survive.

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## 4. CHARACTER OVERVIEW

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### **THE INFOMANIAC**

Sea Challenge and the Phanta-Sea All-Knowing Host, Linguistic Skills

**PEPPER** (everybody's friend and the "Dude with the Food!")  
Mathematical and fun-loving

**THE BRICKSTER** (Bad to the Brick)

**BLOCKHEAD** (Another Bad Guy and the Brickster's henchman)

**Dr. Gil Philter:** Encyclopedic, academic, fact-based persona. The Conservative Inventor

**Professor Carrie Bean:** Experimental approaches with a sense of fun. The Arbitrator/Negotiator. understands both sides.

**Dr. Wiggley Phinz:** Risk Taker, The Radical Inventor. Theories, Hypothesis and idea-starter.

**"Plastic Pete" Pesca:** Competitor/winner. Hates to loose, loves to win at anything.

**John and Lucille Sudak:** Adventure-seeking couple that marvel & share in their discoveries.

**Ray Manta:** "By the book" safety *Boy-Scout* like explorer. Likes fish more than people.

**Nick and Laura Brick:** Interpersonal (Laura) and Visual (Nick)

**Mama and Papa Brickolini:** Musical (Mama) and Kinesthetic (Papa)

**Fish Translator Voice (Radio Guy):** All-station Disk Jockey personality.

## **MAIN SEA CREATURES (See Sea Creature BIOS)**

**Ogel** the Octopus: Shy, Artistic and Content with wisdom. Solves problem well.

**Gole** (Golly) the Dolphin: Very Smart in a cognitive way. Loves a good laugh.

**Loge** the Manta Ray: A Cautious Investigator. Kind of a flirt.

**Egol** the Sword Fish A bit of a braggart. Over confident but a loyal friend.

**Gelo** (Gee-lo) the Shark: Misunderstood, very sensitive. A fierce competitor when he has to.

*In addition, there are misc. fish with minor roles*

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## **5. FEATURE OVERVIEW**

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### **1) NAVIGATION**

**LEVEL 1:** Swim mode. Mouse and/or keyboard arrow driven.

3D pathing tunnel with limited up and down movement.

Press the mouse button and you're off.

Move mouse cursor to the top of the screen and you are rising up. Move cursor towards the bottom of the screen and you descend. hold in the middle and you are heading straight ahead. Turn left-cursor to the left.

Right:right. To stop lift up your finger and you will bank to a stop.

**LEVEL 2:** In addition to above, You are now in a vehicle. the dash board of a P.P.U. vehicle has a fish translator, a radio, a sonar tracking device, a brick-found display. There is a speed select on your dash from slow to fast. 3D pathing underwater has more expansive up and down movements

**LEVEL 3:** Similar to above.

**LEVEL 4:** In addition to above, dash board of deep sea vehicle has debricker and an aerial map.

### **2) HOTSPOTS/TRIGGERS**

Clicking on objects will trigger either an animation or a screen change.

### **3) BUILD**

Click and drag

### **4) DECONSTRUCT**

Dash on vehicle has a debricker. The debricker will fire bricks. These

## **5) RESCUE DIVERS**

Click

TO BE CONTINUED

# **FUNCTIONAL SPECIFICATION**

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## **1. INTRODUCTION SEQUENCE**

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### **LEGO SEA CHALLENGE THE VIDEO INTRODUCTION**

Two and a half minute video / Voice Over is the Captain of the boat  
Captain: Toby Gleason of Stars Agency or Roger Jackson / Music: Lorin Nelson / Recording: Russian Hill

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1) Increasing zoom through parting fog as we drop towards the ocean.  
V.O. only:

**"Most stories start with imagination. This one starts in the  
Phanta Sea"...**

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2) Fog parts and the ocean is in full focus. LEGO Island comes into sight. We  
skip across the water and zoom onto a fishing boat. The Captain turns to us at  
the line "...and that's where we're heading..."

**"20,000 bricks off the coast of LEGO Island, sits the  
Phanta Sea... and that's where we're heading now so watch  
your step and welcome aboard".**

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3) Camera turns and we view LEGO Island fading out in the distance, dolphins  
leap and the V.O. continues:

**"Imagine this: two thirds of our planet is covered in this  
water and that isn't even the half of it".**

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4) Fade to beneath the water. Fish on slides and swings in an intensely colorful garden. Zoom into a wierd looking lantern fish that smiles (daffy duck like smile)The V.O. continues:

**"Ya see: About 20 gazillion years ago, there were these brilliant underwater parks where dolphins, sharks, and these weird looking fish with no names played in pure, clean water like there was no tomorrow which in fact almost happened. Tomorrow, that is, almost never happened".**

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5) Tin can followed by an old tire bonks the weird fish on the head. It begins to rain all kinds of stuff like sinks and broken bikes, etc.:

**"Yeah, well For some strange reason, somebody and I'm not going to name names- threw all of their trash that they didn't know what to do with into the ocean and it really messed up everything. I mean everything"...**

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6) Plants clutch at themselves and fall over. Two divers poke at a head lying inert. a fish peers out of a cave with a thermometer in its' mouth and a hot water bottle on its' head:

**"Plants got sick. The water got stinky and fun became harder and harder to find.  
A lot of fish were even too sick to come out and play".**

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7) Cut (or fade) back to deck of boat as a storm draws ominously near. The captain continues to speak, raising his voice over the distant clapping thunder:

**"Well fortunately, the Infomaniac figured out how to fix it by making some kind of invention that gave life back to the sea. It works by-uh- magic".**

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8) Boat rocks, clouds darken and the Captain vigorously tries to steer as he is spun around the wheel:

**"You see it was built with LEGO bricks and with a very powerful, very expensive piece called the Power Brick".**



9) Cut to black with Newspapers in English, French, German, Japaneses spinning out towards us. Last paper in English holds on photo of the Rescue Center with The Infomaniac in foreground. Poperazi's are snapping pics:

**"Well, you know how the media can be and the next thing you know everybody and their brother and sister knows about this valuable Power Brick. There were pictures of it in magazines. There were T.V. shows about it on every night. The reporters even said that it was worth like over 70 bazillion power bucks. They even published maps on where it was".**

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10) Fade to bad guys zipping around in subs terrorizing the fish and tearing apart stuff

**"Well-wouldn't you know it... the next thing that happened was that every blockhead, bully, weird boy, trouble maker, brick breaker and bad guy from every LEGO kit ever created set out to the Phanta Sea in the hopes of stealing this Power Brick for themselves.**

**Well, somebody did alright but who ever did never quite made it to dry land so it's still somewhere out there below the waves in the deep-deep caverns".**

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11) cut back to boat and violent storm is in progress:

**"The problem is that without this Power Brick in place, the ocean is falling apart again and, to make matters worse, those bad guys are showing up again-looking to steal it".**

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12) Boat rocking uncontrollably, the captain looks at you and says:

**"And here's where you come in: you are cordially invited and urgently requested to Save the Sea! Well, this is the end of the line for me but the beginning of the LEGO Sea Challenge for you".**

13) The boat, being tossed about by the sea, throws you overboard. You descend below with bubbles and fish surrounding you. You land in front of a treasure chest and as you descend, The Voice Over sounds as though it is underwater (gargle):

**"Hey-Good luck, kid. Just look for the Infomaniac".**

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14) A skeleton appears from behind the treasure chest and opens it up. Jewels and coins sparkle and suddenly a white vortex tornado spins about and flashes to white and you rise to the surface. Out at white.

In the product: real time play begins at this point.

In the video: Title fades up followed by release date information.

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## **2. LEVEL 1**

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### **START:**

**You are now switched to real time play...**

Your point of view bobs with the water's rhythm. In the distance on the horizon line, you can see a platform of some kind.

**A small figure steps from a doorway. He is holding a bull horn and shouts:**

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**"Ahoy! Over Here! Swim over here! Click and Move your mouse about!"**

(A cat appears **CAT: Purrs** and walks across the platform and disappears through the elevator door)

**"Steer towards a dolphin.. He'll help you."**

(Paces, stops, turns, looks at audience and walks forward)

**"Watch out for the white sharks! I'm afraid they are not in very good humor today."**

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You now have mouse control and can and should maneuver. If you steer into a dolphin, he takes over and tows you towards the platform to safety. If you steer to the shark, he swallows you (Yum!) and spits you out some distance off your course. A saw-toothed fish will bump you further off course and the octopus, if you steer into him, will grab you and toss you away.



If you are having difficulty in navigating, after x amount of time the Infomaniac (who is the figure standing on the platform) will shout out further prompts:

1)"Move the cursor up to the top of the screen to go up-down to go down and center to stay center."  
"hold steady now!"

Eventually, depending upon your skill, you arrive at the platform. You board via verbal instructions (clicking on the flag).

**INFOMANIAC:**

"Hoist your way topside, mate. Just click on this flag (points ) and you're aboard. Not that you're a piece of wood; aboard the platform! It's a nautical term. (laughs) I would notice that! (chuckles) wood..That's funny."

### **SURFACE PLATFORM: FIRST TIME ENTRY**

You are greeted by the **Infomaniac** . He welcomes you aboard, explains the **crisis-seas** and invites you to register in the Captains Log. Many divers are disappearing down there and he wants to keep track of you .

You are asked to select the Captains Log. It will wiggle about until selected. If anything is clicked, the book (Captains Log) will animate rolling forward and a screen switch occurs to a full screen registration book. The Infomaniac pops up and says:

"Ahoy thar, matey. Arrrrrrrrr. Avast ye (coughs and laughs) just kidding. Sometimes I like to pretend I'm a pirate. **ARRRRRRR**. Can be hard on the old pipes though. **ARRR** and it does get a bit annoying .. Anyway, here's what you do: click on the letters to your name or a code (achoo) and when you're done click on the check mark and **LET THE CHALLENGE BEGIN...** I'll wait for you here on deck. I'll be enjoying this brilliant bracing ocean breeze. (Sniffs) Ahhh, salty!" (He disappears)

When registration is complete, you click on the check mark, the book closes and the Infomaniac briefly shows you how to access the launch chamber and the other features about.

The Infomaniac then walks back to a spot predetermined by good composition. This spot will be his wait spot. It will be his starting position and ending position for his "click" responses. He will tell you that if you need more information, which he is always happy to give, just click on him.

If you click on the Infomaniac, he has many responses. (The start position and the end position to each 'click' response must be the same position. The animation will end in a neutral position and will also begin in the neutral position. He certainly can, and hopefully will, move about during the animation sequence, but he must return to the start position.)

The Infomaniac will, after 3 or 4 seconds of inactivity, suggest that you click on him for more information.

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## **THE SURFACE PLATFORM**

### **A) 3D real time model**

#### **Features:**

1) Flag: Select to board the platform (closer camera view and pre-rendered art screen)

### **B) Pre-rendered Screen**

1) The Captain's Log: Select book for registration. Animation of book to 3/4 full screen of book.

Select letters in name, click on the check mark and the book closes and returns.

2) Elevator door switch: When selected will open the elevator door which will reveal 3 buttons:

1) Return to the deck (present location)

2) The Decompression/Launch Chamber

3) Exit program

3) Wheel/crank: when selected will trigger one of four gag animations (eg)

1) Shark cage comes up filled with old tires and descends again.

2) Shark cage comes up, diver steps out and jumps in water.

3) Shark cage comes up, Brickster in cage says hi jumps out.

4) Shark cage comes up, flying LEGondos pop out, perform.

4) The Infomaniac, in his wait state, can be clicked on for more dialog.

First time entry requires boarding platform (selecting flag).

Subsequent times, user can by-pass introductions by simply selecting (once on board) the Captain's Log, the elevator switch, button to Decompression Chamber or gag-wheel, etc.

The surface base platform also has misc. hotspots like the radio with music and news, a Map of the Phanta Sea showing the habitats, a couple gag animation spots and the elevator which will take you to the decompression chamber where you board your P.P.U. or where you exit from the program.

It is very important that you find the pieces to the vehicle first as the Infomaniac will surely explain to you when you arrive. Some very notorious characters with very notorious play ground behavior will, if they get to the vehicle first, steal what they can and destroy what they can't. They will ruin the fun for everybody, so it's up to you to make sure they don't. In fact, that's why you were chosen: to save the Sea, return the Power Brick and rescue the lost explorers. You can be trusted.

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### **3. LEVEL 2**

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#### **Launch and Navigate through a Competitive Maze Obstacle Course to Find the Bricks to Build the Deep Sea Craft**

After registering in the Captains Log and exiting through the decompression chamber into the sea below, your challenge begins. You must travel through the Kelp Forest Maze and the Coral Course to find (click on) pieces to the vehicle needed to be built in order to enter the lower regions of the sea.

You will be competing against 2 bad guys who are doing the same except they're bad. The Brickster and his not too bright henchman: Blockhead. Blockhead calls himself the Baron and sometimes the Colonel and other times the Captain but his real name is Blockhead. They (The Brickster and the Blockhead) will try to run you off course. They will block off certain routes that you must avoid. They will perhaps toss stun fish at you that will-if it bites you- stun you for a couple seconds.

There's other obstacles like hungry and even angry sharks, rock slides, fast moving currents, octopi.

But never mind all of that now, here's how you play:

You navigate your vehicle through mazes and obstacles with the mouse or the arrows on your keyboard.

### **On the dash of your P.P.U :**

A **sonar device** with a heads-up display shows the location of the nearest bricks. The bricks are color coded. First place vehicle is red, second place is blue and third is yellow.

This display also shows the position of your competitors.

The object of level one is to grab (click on) the bricks to the vehicle that you are building. The first brick you find and click on is the vehicle that you have selected to build. If, for example, you find a red brick first then you must find all red bricks. Your opponents will be looking for blue and yellow...but it's not that easy!

They (your opponents) can get to your red brick first and kick it away making it harder for you to find. Of course, you can do the same to them. The object is to find and build your vehicle before the bad guys do...who knows what'll happen (probably not good) if they get to the deep sea before you.

**Vehicle Display Bar** located on your vehicle dash shows three outline images of the vehicles that can be built. Each time you find a brick and click on it, a solid piece is filled in. The vehicle you have chosen to build is highlighted with a special highlighted border so that you know which one you are building at all times. You can also monitor the progress of the bad guys. This will help in your strategy...go for a yellow brick (if your red) and kick it away if your closer than the bad guy or go for the red.

The first brick you find, again, determines which one of the three you are building.

**Radio Receiver from the Rescue Center:** Also on your dash. If selected will give information and help...

"You've selected the red brick so you're building the red vehicle."

" The brickster just kicked one of your pieces away"

**Fish Translator:** also on your dash. When it works and when a fish is in range, will translate what is being communicated by the fish. This can sometimes be very helpful but it is, most always, a lot of fun.

The **escape key** on your keyboard will take you back to the decompression chamber at which point you can choose to exit the program, return to the deck and start a new game or resume the game that you're already in.

Once you have successfully found all the pieces to your vehicle. The Radio comes on and tells you how to find your way to the Rescue Center where your craft awaits.

The Sonar device now displays the location of the building. Manuver your way there. There may be some tricky current problems but you can do it. If you have problems click on the radio receiver for help.

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## **4. LEVEL 3**

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### **Hunt for the Power Brick**

After successful completion of Level 2, use your Sonar device via radio instructions and friendly fish advice to arrive at the Rescue Center

At the Rescue Center, where Inventors and explorers usually meet. They discuss their adventures and theories on where the Power Brick might be and how to get there.

Watch a quick build of your vehicle and accept the challenge:

### **Find the Power Brick.**

#### **Action**

Board your craft (click) and head out to the Rocky caverns. There are 5 entrances, blocked, of course, by the bad guys, but there is a way to open them. (one is accessible per game)

These entrances are blocked by several ways and will require LEGO smarts to open one.

There may be swarming sharks guarding one such tunnel or one mean octopus guarding another or an overgrowth of plants or a wall of bricks blocking the tunnel or swirling currents or well, you get the idea...

You enter caverns and descend deeper and deeper. You'll need to unlock doors, listen to and translate fish-talk and take risks to enter secret tunnels. Different tunnels leading to caverns contain different games like: free form builds, music composition, 'follow-the-bouncing-fish' singing-a-long Some areas are very dangerous. There are sunken pirate ships, ancient building ruins from bygone civilizations, tunnels and caverns in the deep deep sea.

You'll need to figure out how to open doors and passageways for further exploration.

**For example:**

1) the Music Composition Chamber provides a free form build activity where the bricks make sounds and you make music. Each brick placed on the base plate will have a note or sound effect attached. Once your build is complete, select the play lever and your construction will play. Songs will open certain doors.

2) Your camera is an important dash feature that will give you the combinations to some locks. You are prompted to record information at some locations.

A) Photos taken, if placed under the light, will reveal the skeletal outlines of your subject. These will match, if placed correctly, on the combination lock to a door

B) Sound is also recorded through your camera and a combination lock may require arranging your sound files in the same pattern matching solution

C) Available light spectrum is different at each habitat. Your camera will record colors and these colors, if arranged properly, will color match a combination lock

3) Your fish translator, when it works, will provide advice like: "It's wrong to go right when left is right"

During this hunt in Level 3, good guys may show up or you may run into bad guys. Bad Guys will try to sabotage your efforts by blocking passageways and complicating things. Good guys may show up to help you remove obstacles and simplifying things.

Some fish and most skeletons are attempting to eat or entomb everyone (bad or good). They (the skeletons) drag their victims and hide them in places.

If you see a box wiggling, you can save whoever is in there but be careful! You may end up springing a bad guy. If you ever get caught by a skeleton, just hope that a friend is nearby to free you.

If a hungry shark or even a hungry skeleton should approach, sometimes standing still will work. They may not see you.



## **Deep Sea Vehicle Dash Board**

**Sonar Display:** It will show position of your competitors and good guys. It will eventually, when in range, show you where the Power Brick is

**Radio:** Music and news

**Radio receiver:** Help button

**Fish Translator:** To hear fish stories and clues

**Camera:** To record information. Information will assist your search

**Debricker:** Accessible and magically installed in Level 4 only

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Search for the Power Brick with every means possible. For instance: follow a 3D sonar sound through the tunnels, listen to clues, talk to the fish, solve puzzles and just play heads-up exploration. As you explore, the caverns get deeper and deeper, more mysterious and dangerous. When the Power Brick is finally found..You must grab it and return it to the Rescue Center, however the bad guys show up as if they were following you all along. They will steal from you the most powerful brick of all; The Power Brick... and boy, oh boy..Crisis Seas with a capital Sea follows and LEVEL 4 begins.

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## **Finding the Power Brick triggers Level 4**

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### **5. LEVEL 4**

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#### **Chase/Hunt/Shoot and Capture**

After successfully completing Level 3, finding the Power Brick, (moves from game to game) you chase and try to recapture the Power Brick as it has been re-stolen.. The Bad Guys took off with the brick and engage you in a deconstruction battle on the Sandy Sea Floor and the Open Sea Floor. Armed with a Debricker on your dash-you aim and fire. No telling what'll be shot... from bricks to stun urchins.

Stun urchins will freeze your opponents vehicle for 2 seconds so that you can get better aim. If fired at you and a hit is made, you will be immobile for 2 seconds as well.

Bricks will knock off pieces of your opponents vehicle.

The purpose of level four is to deconstruct the vehicle so that the Power Brick can be retrieved and to avoid being deconstructed yourself.

If you (Level2) managed to get the first place vehicle-you will have more pieces that will protect you. If you've rescued some of the trapped good guys (Level 3) you have more team players.

Deconstruct successfully your opponents vehicle-the Power Brick is retrieved and a good ending is triggered. Get deconstructed first and the bad ending is triggered.

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## **6. HABITATS**

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### **5 major habitats.**

**Each habitat has unique qualities and associated animations**

**1) The Kelp Forest: Obstacle maze**

Foggy ambient light, tall kelp plants, many schools of fish throughout.  
Level 1 hunt for bricks maze.

**2) The Coral Course: Obstacle/maze**

Brightly colored coral, starfish and many fish throughout, smokers or vents are found here as well as unusual plant and fish life. Rock slides and changing currents

**3) Sandy Sea Floor and The Plant Valley**

Home to the Manta-rays and the site for Level 4

**4) Rocky Deep Reef Caverns**

Octopus, sharks, etc. and very mysterious mazes.

The maze location for Level 3

**5) The Open Expanse**

Battle ground for Level 4

### **LOCATIONS / MODELS**

**1) The Rescue Center**

**2) The Ship Wrecks**

Old Pirate ship Wreck

Contemporary boat (the one you came in on)

**3) The Ruins**

**4) Entrance and Exit to The Registration Surface Platform**

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## **7. VEHICLES**

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## 8. RESCUE CENTER

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The Rescue Center is located in a central location near the entrances to the deep caverns. There is a main current path that will easily guide you there. At the start of Level 3, you will be instructed on how to get there. Eventually and according to your skill, you will arrive at the Rescue Center to begin Level 3 after successfully completing Level 2. You request permission to board by selecting the appropriate door bell. Once aboard, you are welcomed by the Inventors.

**The main room contains a microscope, cabinets, an observation window with a fish feeding station and a couple of doors.**

The **microscope**, when selected, will trigger gag-animations as viewed through a microscope. Click and drag samples on the shelf to the microscope to view them microscopically.

The **observation window** has a fish feeding station. Click on it to trigger 1 of 3 fish feeding gags.

- 1) A spray of little bits (triangles) appear and a feeding frenzy of little fish occurs.
- 2) A couple of the little fish are ejected and two sharks swim in for a feeding frenzy.
- 3) Pizzas are fired out and two divers appear and a feeding frenzy occurs.

misc. hotspots like **cabinets** where Information is accessible when you click on them.

One **door** is your entrance/exit decompression doorway.

Another **door** leads to the secret lab Click on it and a screen change occurs...you are inside the secret lab:

Here your craft is built for the deep sea challenge. a quick build of the pieces gathered begin. click on the hatch below when you're ready to start and you're in the craft splooshing out the Center.

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## 9. ANCIENT BUILDING RUINS

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Located in the deep caverns, an ancient city of building ruins exists. Once above the water, the city was submerged 80 bazillion years ago. It is alive with sharks, skeletons and more.

1) Some Doors and windows swing open. Some have Sharks, Dolphins and skeletons coming in and going out.

2) Lights in windows appear to come on. A silhouette passes by through the window. Light turns off.

3) A doorway swings open and closed prompting you to enter. A voice over on the Rescue radio will instruct you to do so after x amount of time.

These are the remains of an ancient civilization below Small rooms add to the maze for both exploration and game contingent activities. One such site is the music build room as described previously.

Placing the sfx associated bricks in a particular order will create a particular song. Depending upon how you build determines which doorway opens.

There are dead-end room that have gag-animations.

### **Sample Gag Animations:**

In a section of the ruins stands an old swimming pool.

1) Three sequential triggered animations of a dolphin diving off the board

1) swan dive 2) flip/twist 3) funny walk off

2) There is a locker nearby as a hotspot.

**LOCKER HOTSPOT:**

select the locker and **skeleton** opens locker and says:

**This be Davey Jones locker and this be Davy Jones gym socks** (holds up some sox). **Sniff-sniff WHEW!** He passes out and the door closes.

Another section of the building ruins is an old partially deconstructed real time **restaurant**. There are tables, umbrellas and chairs.

1) Two divers (**John and Lucille**) swim in and sit down at the table. An octopus as a waiter shows up. He has a tray in one tentacle, a towel over another, a mug in another, a menu (no text) in another. He hands the menu to John.

**John:** I'm so hungry I could eat a sea horse. I can't decide what I want though hmmm...Let's see..either the peanut butter and jelly fish or a submarine sandwich or...(interrupted by Lucille)

**Lucille:** What's this restaurant called?

**JOHN:** The Dive Inn

**LUCILLE:** You know there's no restaurants at all by the Sandy Sea Floor.

**John:** Oh, you can always eat the sand which is there.

**SFX:** drum roll

a fish swims by . John and Lucille both point. The fish stops.

**John:** Oh, I'll have him (he points)

**Fish** stops turns and looks at John then turns and looks at you and "**Gulps**" He takes off real fast. Everybody swims away...after the fish.



2) Some little fish, a saw fish, a dolphin and a shark are swimming around in circles.

**RADIO GUY(ov only):** Ladies and gentlemen and fish of all ages: (spot light swirling on the floor by tables) Welcome to the *Dive Inn Lunch Theatre show...* There is a two minnow minimum but let's begin our show.. to entertain you tonight, all the way from the North Sea...Sharky Green.. Sharky needs no introduction but since I already gave him one ...How 'bout giving him a hand..make that a fin.. Make it two fins and I'll give you change.

applause SFX. Out swims a shark. A microphone stand with a mike pops up

**SHARKY:** Thankyou. Thankyou. Is this a great place or what? I've played in some dives before ...and what an audience! I'll tell you last nights crowd stunk. They smelled like fish! (drum roll) hey, but who doesn't ..Hey, Come on that's funny...what is this the Dead Sea?

come on, I'm doing my current material (drum roll) current material ? I'm on a roll now..better than being on a bagel like that salmon in the back will be..hey, but I kid..

Music crescendo (as in end of act) everybody swims away. mic pops away. shark swims in circle.

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## 10. SHIP WRECKS

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Various rooms contain various puzzles and obstacles.

- 1) Electric Eel: If touched, will shock you. You will wake up on the surface platform.
- 2) Pirate Skeleton appears swinging a broad sword or knives. He deconstructs and vanishes when he gets real close.
- 3) An Octopus swims up and blocks the door. Clicking on it or bumping him will trigger secondary animation of squirting ink. Black out for 2 seconds and Octopus swims away.
- 4) A barrel of root beer(it's been under the sea for 20 zillion years). Touch it and you release trouble...the fish get drunk... and bumped into you quite aggressively. The Brickster will release this at some point if you do not.

Skeletons and sharks are ever vigilant here so be very careful. They will attempt to entomb you.

There are two such shipwrecks. An old Pirate ship and the ship you came in on. In addition to the obstacles and mazes, there are dead-end rooms that house gag-animations.

### Pirate Ship

- 1) Nick swims by from the left. followed by a what shark behind him. Laura comes in from the left. The sharks swallows Nick.

**Laura: Nice suit, Nick..Shark skin?**

Shark spits out Nick and everyone swims away.

- 2)Dancing Skeletons and swirling Sharks perform a kind a square dance.

- 3) In and out of holes, Sharks, Sword Fish, Dolphins chase each other.

**HOTSPOT:** If you find and click on an anchor, per rescued diver's instructions, it opens a secret room. This is the Captain's quarters.

**HOTSPOTS:**

1) Cabinets, when clicked on, open up and trigger gag animations

1) A sleeping **Pirate Skeleton** wakes up and says: (snore)  
"RRRRRR. I needs me beauty sleep. Shove off!" and closes the door.

2) A white shark comes tearing out-right at you! Its a ghost! It disappears.

3) The flying LEGOndos (as Divers) come out and do a couple flips, stack on each other and become skeletons. Door closes

**Modern Boat**

1) **NICK BRICK:** (Diver swims up):

"Remember this boat? I remember everything, so I remember it. This is the boat you came in on. Don't worry. Everybody made it out O.K.. They're all from LEGO Island. They float! I remember everything. Now if I can only remember my way out of here."Nick swims away.

2) **LAURA :**(Diver swims up): :

"Hi. Sure, I'm on vacation , but that doesn't stop a good investigative cop like me, or Nick. It was foul play alright. There was a stow-away and, you guessed it, The Brickster. My guess is, he's looking for the Power Brick too. I better look into this. (Takes off.) If you see the Brickster be very careful."

**HOTSPOTS:**

1) Cabinets that, when clicked on, open up and trigger gag animations:

1) A box of LEGO Bricks that, when clicked on, will trigger a quick build of a building from LEGO Island. (Building #1)

2) The flying LEGOndos come out as Divers and do a couple flips, stack on each other, and back in again. Door closes.

3) a pizza sits in one of the cabinets. Click on it and:

1) A school of tiny fish swarm about your hand/pizza and devour it and swim off with a 'burp'.

2) A Shark swims up and devours the pizza from your hand. When he finishes the hand is gone but he spits it back in place.

3) John and Lucille Sudak come swimming in and devour the pizza in your hand. Swim off and burp.

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## 11. CHARACTER BIOS

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**Infomaniac:**

Anybody who doesn't know who the Infomaniac is by now has been under the sea for a zillion years.

Besides being the official host and greeter of the LEGO Phanta-Sea, The Infomaniac is an inventor and a sometimes successful magician. He loves it when his tricks go right, which isn't very often, and he is often his own best audience. He is eccentric, kind and very wise with a twinkle in his eye. He is friendly, enthusiastic (to a fault) and loves company. Sometimes he talks too much and gets things mixed up.

The Infomaniac knows everything that goes on under the Phanta-sea and when he doesn't he can certainly find out. Afterall, he did build most of it a zillion or two years ago. He is information central. He helps you out. You start where he is and can always return for tid bits of information at any time.

His skills are linguistic, that is to say he has a great appreciation of words. He enjoys playing with the sounds of words and is a wonderful storyteller... When he's on the Phanta-Sea, he's the saltiest of them all.

**The Brickster, Mama Brickolini, Pepper, Papa Brickolini, Nick Brick, Laura Brick** We know who they are and they originally came here on Holiday

**Mama** conducts sawfish and fiddler crabs in concerts.

**Papa** is down there mostly because he is trying to invent a pizza that you can eat underwater but he loves to dance with the fish most times. He is searching for the perfect anchovy for his recipes. He exports these anchovies back to LEGO Island.

**Pepper** is on holiday

**Nick** is always patrolling. As a Bay-Watch kind of guy, he asks for your help from time to time to rescue divers trapped below.

**Laura** will always engage anyone (fish or people) in conversation

**The Brickster**.....well, he's the Brickster whether it's on land or beneath the LEGO Phanta-Sea.

**Dr. Gil Philter:** The Doctor has been described by friends and colleagues alike as a conservative inventor. He always has a plausible explanation for any event and doubts any explanation that isn't measurable. He attended school with the Infomaniac zillions of years before and he is remembered as a very good student but not a whole lot of fun on the playground. He absorbs information like a sponge, some say, but he would be the first to point out that sponges have no central nervous system therefore no brain so that he is not like a sponge at all..

He'd be right, of course, but some how he missed the point.

He has more degrees than a thermometer. He is almost always found in the secret lab.

**Dr. Wiggly Phinz:** The Dr. is 'in'. He's really in. In fact, he's downright cool. His colleagues label him a radical inventor because his views are often unproven and outrageous at times. He's positive fish talk and that they have music and art and all kinds of stuff. He's pretty convinced that ancient civilizations may have come from outer space. For Dr. Phinz Atlantis is as real as Baltimore. He loves the mysteries of life and investigates with so much joy that it's contagious. He puts the fun in fundamental.

**Dr. Carrie Bean:** The Dr. of Drs. She not only can see both sides to any argument but can synthesize the differences. Logic is like a recipe...a little of this and a little of that and the scientific truth is somewhere in between. She recognizes the importance of new ideas without abandoning zillion years of study all ready conducted. She's the kind of teamplayer that anybody would want on their team. Thorough and accurate, Dr. Bean has a great sense of fun.

**"Plastic Pete" Pesca:** (the Hero). A bit of a cowboy, a bit of a boy scout, Pete lives by a code of ethics and values. He always thinks if it's the right thing before he does anything. If he had a middle name it would probably be "Good Play". His intentions are rather honorable but his timing is often inappropriate.  
Pete sounds kind of like Dudley Dooright

**John and Lucille Sudak:** A team of divers that just love the sea. They get so involved with their explorations that they sometimes pass out from running out of air. You may be called on to rescue them from time to time.

**Ray Manta:** Likes fish more than people but he always does the right thing. He recognizes-infact he will often tell you: You are in the fishes living room. Take only photos and leave...as quick as you can.

**Blockhead.** Although his real name is Blockhead, he prefers to be called something else so his name often changes and so does his story. Sometimes he insists that he is Colonel or Baron Brickoff, a veteran of the great war. Which war is rather hard to determine and which side is even more dubious. This self proclaimed continental adventurer is, in all honesty, not very bright. In fact some people say that he's dumber than a bag of hammers. He is the Brickster's henchman.

**PEPPER** The best friend any kid could have. Pepper will help you out of a jam and into building a solution any time you need him.

**THE BRICKSTER** He's back again and no doubt behind it all, anything that is bad, that is. He steals anything he can from anybody and takes stuff apart which, as you know, is the Brickster's all time favorite activity. If he could he'd take apart the world.



### **Many SPIRITS and SKELETONS**

The guardians of the Pirate ships and building ruins. Most have a one-track mind; to capture anything that moves. Stay still and they might not see you.

### **many Poisonous Urchins (non speaking)**

As in real life, these urchins, if treated with respect are not dangerous. Of course, if you disturb them or their nest, or if someone else disturbs them- they'll attack. Their sting can, well, sting. You have 4 seconds to reach for the urchin bite kit or you're in trouble. Their venomous bites, if not treated, will cause you to black out and if you're lucky enough, you'll find yourself eventually being revived by the Infomaniac or some passing good guy. (I'm just guessing).

**Radio D.J.:** The peppy D.J., is the news, weather and sports reporter. Sometimes A.M., sometimes F.M. he's always on the air when you select the radio.

**Misc. Fish:** Like a Greek chorus, the fish will comment aside on your activities. A source for help and orientation.

## **SHIPWRECK**

### **RESCUE OF DIVERS**

You may be called upon from time to time to rescue fellow divers. Instructions come via radio. You select on hotspots to trigger animations.

Sometimes you will come accross a chest that is wiggeling about. Click it and you may have a friend who will help you out if you get trapped.

Once "launched", triggered animations occur throughout.

## **HABITAT FOREGROUND ANIMATIONS**

Obstacles of falling rocks and attacking fish throughout. Bad guys buzzing by and tossing obstacles at you.

Foreground animations also act as obstacles. You can steer around but not through them. Gag- Animations with dialogue will take place in dead-end areas of the maze or in different rooms of ships and ancient building site.

**Samples are listed below. These are just samples to be modified, reduced and/or enhanced.**

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### **KELP FOREST:**

- 1) A shark bumps into a giant kelp plant and it leans over allowing just enough room to pass.
- 2) A school of tiny fish approach a giant kelp from screen right. They split apart and re-join on the other side. The fish turn around reform as a big happy face. They regroup and swim away
- 3) Two sharks chasing each other around in circles around a plant.
- 4) A little fish appears and it is eaten by a bigger fish and then once more by a bigger fish. Finally, another fish, the last fish, then the white shark. After eating the last fish, the shark turns and opens his mouth and swims towards you and over your head (disappears) followed by a little fish who winks at you .
- 5) A cluster of Swaying GIANT KELP is in the middle of your view. A saw fish (light grey) heads towards the middle from screen right. A white shark heads towards the middle from screen left. When they meet behind the kelp, they disappear. A loud cartoon "**Bump**" SFX is heard and from the left side of the kelp emerges a sawfish body with the white shark head and from the right side of the kelp comes a white shark body with a saw fish head. The idea being they bumped into each other and heads were exchanged.

6) The same scenario as #5). This time a diver driving a PPU approaches from one side and a shark approaches from the opposite side. A crash (cartoon SFX) and the shark comes out the other side driving the PPU. The shark is headless (jawless). The jaw is being driven by the diver who emerges from the other side.

7) Traveling around a kelp patch in a circle (clockwise) is a diver (John Sudak) followed by a shark. They complete two circles and then John turns around and starts to go in the other direction (counter clockwise)...towards the shark. When he sees the shark, **John the diver yelps!** and deconstructs all his pieces in fear. The **shark does like-wise : "yikes!"** (and deconstructs) immediately following John's "yikes". Pieces come back into place and they both take off rapidly (real fast) in opposite directions.

8) Pepper comes racing around the corner on his PPU. He's doing handstands, flips and Gymnastic moves on his PPU handle. He is followed by a dolphin who mimics his moves. They stop in front of you for a couple of seconds or so and perform.  
**Pepper: Yipee! Am I the coolest Diver Dude around or what? well, o.k. next to you, sure but check this out** (spins around and faces you and speeds off over your head followed by the dolphin).

9) Plants fly at you: around, under and above.

10) Sharks seem to be attacking. They circle you leaving just enough space between them to escape.

11) Two vehicles smash into each other and bricks are flying towards you.

12) Two divers are tossed into each other and exchange parts.

13) Shark attacks (if he hits: screen turns black and you wake up to surface revival animation)

## **SANDY FLOOR:**

- 1) Sting ray dives into sand and a couple plants fly towards you.
- 2) A ballet, of sorts, of floating Sting Rays traveling in unison like the Blue Angels.
- 3) A diver and a dolphin chasing each other in looping circles.
- 4) A Mini-Sub from screen left moves across, stops and slurps up a plant and heads out disappearing in the fog.
- 5) Mama (as a diver) is seen conducting a mini-band of fish: Sword fish playing upright bass, octopus playing brass with some tentacles and a base drum with another and a triangle with the remaining. Mama turns to us and says: **"I just love to listen to music down here..It travels 5 times faster in the sea than it does in the air!"**(taps her baton) o.k, here we go: 1, 2 and a 3 (music picks up tempo real fast).
- 6) A sting ray swims by and dives into the sand (disappears). When he hits the sand up springs a couple of little fish that are immediately gobbled up by a shark that comes into the scene. The shark dives into the sand (disappears). When he hits the sand up pops a diver... the diver swims then dives into the sand (disappears) and up pops the sting ray... scene loops until it disappears on Z.
- 7) **Pepper** , as a diver, is tossing a ball in the air. It drifts and he catches it. He does this twice and **Nick** pulls up on his PPU.  
**NICK: Hiya, kid. what up?**  
**PEPPER: Hi Nick!, Officer Brick. I kind of wanted to play ball down here. Do you know if they have baseball teams under here?**  
**NICK: Sure there is. I've heard there's 20, 000 leagues under the sea.**

8) Papa Brickolini appears (as a diver) and begins searching amongst the plants. A school of anchovies (tiny little triangles) are behind him hovering about. Papa is facing away from them and looking below. He says: **Here fishy, fishy. Come to Papa.** He looks up turns around and faces where the fish are and they disappear. They reappear as a group on the other side of Papa. He turns towards them again and they disappear-reappearing on the other side of him.

9) Saw Fish seem to be attacking you. One saw fish begins to saw your windshield. If you do not move in time, window (or mask) cracks and screen goes blank triggering a revival animation.

10) Bricks, plants and sand float towards you.

11) Sting rays seem to attack by bumping into your craft.

12) The Brickster tosses a brick at you. It bounces off your windshield or mask. He disappears.

13) Tiny specs (plankton) fall down make visibility difficult for 2 seconds

14) Saw Fish attacks (if he hits : screen turns black and you wake up to a revival animation)

## **REEFS:**

1) Star fish come flinging at you Some will stick to you windshield and slide off.

2) Brick and coral avalanche straight ahead.

3) The Brickster is tearing apart sections and tossing them at you. A rush of current pushes him away and he disappears.

4) Avalanche on right. Allowing you to steer pass.

5) Fast moving current forcing a stream of debris and helpless plants and fish from left to right leaving you just enough room to pass through in spots.

6) Bricks/coral land in front blocking path

7) By a wall of brightly colored coral, a section of it suddenly move and swim away. It turns out to be some fish that have mimicked the coral. They switch color from bright red to white as they swim away.

8) What appears to be a stone, turns out to be a stone fish and swims away.

9) In a brightly colored coral reef, a section swims away. It is an octopus . It's color changes from the yellow of the coral to black.

10) **Papa** (as a diver) has a tiny school of fish behind him at all times. Papa is looking around plants and rocks. He says:

**Here fishy, fishy...**(he looks up) **Oh hello, I didn't see you. I'm busy looking for thee perfect anchovy for my pizzas and I know they're here. ( goes back to looking) They're here alright. Oh, They better be**

**here.Hey!, whats this?** (grabs a tentacle that appears to be a plant and pulls..turns out to be an octopus.) **Oh, scuse me** (papa takes off. Octopus squirts ink/screen turns black for .5 seconds)

11) **Nick and Laura** appear (driving their PPU's) Nick holds up a soda can in one hand Laura holds up a tire in hers.

**Nick says:**

**"Does this look familiar? If you said: "a soda can" then you win. Look: even though at below 5, 000 feet it's colder than a well digger's refrigerator, this is no place to stash your refreshments. I'm finding these all over the place, pal and if you ...(is interrupted by Laura)**

**Laura says:**

**" Now , Nicky...don't jump to conclusions now. Our friend here doesn't look like a litter bug ... It was probably the... (Nick Interrupts Laura)**

**NICK: "oh-oh, Nick...You could be right...let's go find him... (they speed off and disappear).**



12) At the building ruin site, a shark chases a fish from left to right and into a door way. Immediately, the shark comes racing back out, followed by the fish from the first chase, followed by a skeleton swimming after them. They speed off and disappear. Nick shows up and looks at a wall that is covered with star fish. He clicks on some star fish and changes their colors. He writes out L. E .G. O. (like a lite brite) He turns and says:

**Check it out...cool or what? Come on, try it...** (click and colors to starfish change)...spell open and a door opens up.

13) A school of tiny fish stop on a Coral bed and change color to match coral (they disappear)

14) A cone snail fires a harpoon and stuns a fish . the fish floats belly up and disappears into fog

15) An octopus swims by from one direction another one comes in from another. If you bump into one (inevitable) they squirt ink and visibility is off for about a second.

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### **DEEP CAVERNS:**

1) A mini rock slide.

2) A blue bioluminescence passes by (little bright blue triangles with white highlights). They move from screen right diagonally until center screen and go straight up and disappear.

3) A couple of swirling lights in the background and they disappear

4) A deep sea claw craft passes by with search lights in front. The craft is followed by a bunch of unknown fish.

5) Below: In a tunnel lit by a hanging lantern, an octopus is playing "cards" with a diver. The octopus is shuffling the cards from tentacle to tentacle. The **Diver (Ray Manta)** turns to you and says: "Hey, **Don't laugh, he's beaten me four times already .**"(cards dealt, he turns back to the octopus and says) **O.K., Go fish.** The octopus is holding a hand of cards in each tentacle.

6) On the surface: a series of tunnels are seen up ahead. (4 of them)...An octopus exits one tunnel (tunnel 1) and enters another (tunnel 3) just as another octopus exits a tunnel (tunnel 4) and enters tunnel 2. This is looped. One octopus is black, the other grey.

7) In a darkened tunnel below approaches two head lights accompanied by a loud rumbling sound. The lights get bigger as it approaches faster and faster. When they become visible they are the antennae of a tiny little lantern fish. It swims past and disappears.

8) Marine snow (little white triangles) attract a feeding frenzy of all kinds of "unknown fish."

9) A skeleton comes swimming forward swinging his saber. He deconstructs and floats away if you hit him.

10) Avalanche of bricks

11) An Octopus bumps you .

12) There are tiny lights flashing on and off and a lantern fish approaches bumping into walls sending little pieces of debris down on you.

13) weird unknown fish appear

14) The Brickster tosses an electric eel at you.

15) Octopus attacks (if he hits . screen turns black and you wake up to surface revival animation)

#### OPEN SEA:

1) Three sharks pass in front, allowing just enough room to pass.

2) Two mini-sub's are chasing each other in a circle.

3) Like the Blue Angels; a school of dolphins in the background maneuver about and then disappear.

- 4) By the Shipwreck, two skeletons dance about and then disappear.
- 5) A dolphin ballet, of sorts, is in progress. 4 dolphins leapfrogging and rolling over one another.
- 6) Same scene as #1 but a diver (Lucille Sudak) joins in the ballet.
- 7) At the Shipwreck (old ship) a sword fight between a saw fish and a skeleton is taking place
- 8) A sea craft approaches as a couple of dolphins head towards it. They, the dolphins, are traveling real fast. So fast, in fact, that the craft spins around in a couple circles as they pass. The craft departs on a wobbly course and disappears
- 9) A school of fish face a slightly bigger fish that has a graduation hat on (mortar board) He holds up a sign (like a flash card) that has a red circle with a diagonal line in it (the universal no sign). Inside is a picture of a worm on a hook. The fish holds it up and shakes his head NO. The school shakes it's collective heads NO. They all swim away real fast.
- 10) Dolphin swim erratically towards you as if drunk.
- 11) Dolphins and sharks bump into each other and plants. Sending the plants spinning towards you
- 12) A floating old ship's wheel spins towards you. The wheel is being held by a skeleton who hiccups uncontrollably.
- 13) The Brickster appears and tosses bricks. He wobbles as if drunk.
- 14) A saw fish appears to be sawing a brick brace to a tunnel . The tunnel collapses in front of you and is blocked.
- 15) Three drunken sharks pass in front...allowing just enough room to pass
- 16) Sharks and Saw fish attack you (if they hit: screen turns black and you wake up to surface revival animation)

**IF HORN IS HONKED: SFX: honk! and You summon an aquatic buddy...**

Depending upon the habitat that you are in; a dolphin, a shark, a saw fish, an octopus, a sting ray, a small fish, an unknown fish, or a even a "Red Herring", will swim up to you and perform a 3 second "dance" (allowing you to use your fish translator) The fish (or mammal ) will take off for you to follow or ignore.

There are several sequential appearances for each habitat.

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**REVIVAL ANIMATION:** If you get hit by a brick, by an eel or by a stun urchin, or anything that the Brickster or Blockhead may throw at you..the screen will black out and you will awake someplace nearby looking straight up in the air with the Infomaniac looking down at you. He is concerned and says things like:

**1) I knew you'd pull through. Nasty little sting you got there. Looks like you'll have a bump on your head for a little bit** (takes off hat and puts it back on). **Here let me help you up..oooof** (pulls you forward and view changes to his eye level) **The Brickster's a trickster all right....by the way, you know you could give him a taste of his own medicine and pick up what he has thrown at you and throw it right back at him...That might work ..eh, might not..anyway..good luck!** He then walks over to the starting 'click' spot.

**2) O.K., champ...duck to your left.. I don't mean there's a duck to your left..but steer that way...he seems to be leading that way..oooof** (pulls you forward and view changes to his eye level) **Go get em, champ!** He then walks over to the starting 'click' spot.

**3) Got you again I see. You are quite the brave one...oooof** (pulls you forward and view changes to his eye level) **My hats off to you!** He removes hat and bows.  
He then walks over to the starting 'click' spot.

## **RIDDLES, PUZZLES AND CLUES**

**to unblock doorways and entrances**

**Building** plays a major role.

- 1) Certain doors to passageways will be blocked off while traveling through the ancient ruin sites.  
With the available bricks build the images above certain door ways. There are a possible 4 builds available per room which will open one of four entrances.
- 2) Free form build with music-associated bricks. Music played once completed will open the appropriate door.
- 3) Rubric cube like solutions and pattern matching.
- 4) Pattern Matching: Arrange starfish on wall to match signage above a door

**Riddles** play a major role.

- 1) Fish will talk in riddles. Figure them out and directions through the mazes are revealed and sometimes just a good joke.
- 2) Characters will tell you information or give you directions, sometimes inadvertently.
- 3) Music (radio in modern boat and a concertina in the Pirate ship) will offer clues in the lyrics. Select the concertina and pirate skeletons come out and dance about and sing a song. Through a bouncing fish sing-along activity, clues are revealed.
- 4) Tracks and other physical clues will help the heads-up player

**Problem Solving Skills** play a major role.

- 1) Fast moving current prevents you from entering tunnel.  
Solution: redirect current by
- 2) Bricks block tunnel  
Solution: redirect current to blast through
- 3) Swaying Kelp blocking and unblocking tunnel  
Solution: Timing your move just right
- 4) Sharks, Octopus, Plants blocking tunnel

**TO BE CONTINUED**

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**RADIO/Vehicle Dash**  
**MUSIC and VOICE OVER ONLY**  
sample show

**RADIO GUY:**

1) "and you're listening to WH20. Welcome and may I be the first to congratulate you on your fine, fine superfine good taste in selecting WH20 as your radio station for today. WH20: We're not only the best radio station under the Phanta Sea today, we're the only radio station." (insert music song #1 here followed by song #2: loop music)

2) "and now for the weather...It's pretty wet out there and my guess is it may just stay that way all day. The Kelp forest is about 80 degrees Farenhite today. The Sandy sea floor is running about 50 degrees to a high of 60. The Coral reef is reading about a 40 degrees and the rocky caverns is just too cold to say. If you're heading to the rocky caverns...bring your water proof mittens and this has been your weather for today on WH20." (insert song #2 followed by song #3 loop music)

3) "And this just handed to me...I can't really read it though. The hand writing is a little too illegible. Details later and now for some music stylings from my favorite station and yours WH20 ."(insert music song #4 followed by song #1. Loop music)

4) "And this just handed to me...it's a fish..what did you give me a fish for? well, let's go to the phones now..Line one ..you're on the air

CALLER 1: (feedback) wow...am I on the radio?

RADIO GUY: Yes, you are.

CALLER 1: Wow, I'm really on the radio?

RADIO GUY: That's correct...and what can we do for you?

CALLER 1: I'd like to hear a song from Barnacle Bill the Sailor

RADIO GUY: Uh- no...but I will dedicate this song to Barnacle Bill...and you're listening to WH20 (music) "

5) And we're back to the phones..line 2..you're on the air.  
CALLER 2 (pirate skeleton): aaaaaar(R)

RADIO GUY: and S. T. U. V. W...H2O..What can I play for you?

CALLER 2: I like to hear a sea shanty..something about whales..something like.." Oh a big ol' whale's been found..He's available by the pound...We found him near Cartinas and we nearly ate em between us." you know...a sea shanty...and I'd like to dedicate it to Ishmeal.

RADIO GUY: O.k.....next caller, you're on the air!

CALLER 3: Yeah..I think you have too much talking and not enough music and..

RADIO GUY: Fair enough and you're listening to WH2O bringing you the top tunes from below. (insert music)

TO BE CONTINUED

## FISH TRANSLATOR

Click on the fish translator and a registration/target appears. Aim your craft in position and click again. If it works (sometimes) the fish will turn and an O.V. (Fish Translator voice will speak...

When the translator works)

At each location, at each level at least one time per fish...they will give you a clue to direction or puzzle solving. The following are examples of misc. fish monologues.

### KELP FOREST:

#### 1) Dolphin:

1) SFX of dolphin squeal followed by the O.V.

"Play, play . Play...follow."

2) SFX of dolphin squeak followed by the O.V.

"Shiny things. Bad. No eat no. Shiny things, bad"

3) SFX of dolphin squeal followed by the O.V.

"Aah.. Float...Warm...Nice"

4) SFX of dolphin squeak followed by the O.V.

"Water wet? Why?"

5) SFX of dolphin squeak followed by the O.V.

"Why shiny?"

6) SFX of dolphin squeak followed by the O.V.

"I am not a fish! I am a mammal!"

7 SFX of squeal followed by the O.V.

"I wish you knew how to communicate. Even if all you could say was:play, play or

please scratch me or gee, I am hungry. Maybe someday you will."



**2) Little Fish:**

- 1) SFX "bloop" followed by the O.V.  
"Seaweed-hmm Plankton- hmmm, good. Sand phoo wee. Plant seed good, yum. (repeat)"
- 2) SFX of "bloop" followed by the O.V.  
"No no no! Don't eat me. Don't eat me."
- 3) SFX of "bloop" followed by the O.V.  
"What was that? Oh, geez. What was that?"
- 4) SFX of "bloop" followed by the O.V.  
"Hmmm, warm. No, cold now. Warm here."
- 5) SFX of "bloop" followed by the O.V.  
"AAAAGH! What are you?"

**3) Shark:**

- 1) SFX of ominous chord followed by the O.V.  
"I come. They run . Why? I think I'm sad now."
- 2) SFX of ominous chord followed by the O.V.  
"I am bad, I am bad...oh,yeah...I'm bad."
- 3) SFX of ominous chord followed by the O.V.  
" Hungry...Whose food?"
- 4) SFX of ominous chord followed by the O.V.  
" I believe that I am greatly misunderstood."

**3) School of Fish:**

- 1) trigger animation of school breaking up and forming a big shark shape  
"look big-think big..not working not working."  
they scatter  
"come back come back hurry back"  
They regroup  
" stick together don't go stay together"
-

### **SANDY FLOOR:**

#### **1) Sting Ray:**

1) SFX followed by the O.V.

"You are cute Are you married?"

2) SFX followed by the O.V.

"Itch..itch..scratch wings. Please scratch wings"

3) SFX followed by the O.V.

"Look at me. I am beautiful. Do not hate me"

#### **2) Saw Fish:**

1) SFX followed by the O.V.

"Why don't you have a saw?"

2) SFX followed by the O.V.

"Man, you are one weird looking fish."

3) SFX followed by the O.V.

"I am the most courageous thing that floats. I am not afraid of you."

#### **3) Shark:**

1) SFX of ominous chord followed by the O.V.

"May I eat you?"

2) SFX of ominous chord followed by the O.V.

"Will you race me?"

3) SFX of ominous chord followed by the O.V.

"Are you food?"

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### **REEFS**

#### **1) Octopus:**

1) SFX followed by the O.V.

"Are you a food or a friend or a higher life form that can explain quantum physics to me?"

2) SFX followed by the O.V.

"Very unusual. I can't see any of your tentacles. How do you eat?"

3) SFX followed by the O.V.

"I like my arms. I like me. I feel pretty."

**2) Small fish:**

1) SFX followed by the O.V.

"Do not and I repeat do not ever try to eat a cone snail. No fun. No fun."

2) SFX followed by the O.V.

"I'm not gonna move. I'm not gonna move. I'm just a rock. Go away."

3) SFX followed by the O.V.

"Please do not eat me. Do not eat me. I taste bad. Do not eat me."

**3) Shark:**

1) SFX of ominous chord followed by the O.V.

"Are you available for dining?"

2) SFX of ominous chord followed by the O.V.

"There it has happened again...where do they go?"

3) SFX of ominous chord followed by the O.V.

"A comrade, perhaps? Shall we race, or shall we dine?"

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**DEEP CAVERNS**

**1) Octopus:**

1) SFX followed by the O.V.

"Is it dark or is it just me?"

2) SFX followed by the O.V.

"Good Evening or is it morning? Who can tell. Does it matter?"

3) SFX followed by the O.V.

"Unidentified living form with no tentacles approaching. Should I flee?"

4) SFX followed by the O.V.

"Content, bliss, happy. I like to think. Crawl in a dark cave and just think."

**2) Lantern fish:**

1) SFX followed by the O.V.

"Brrrrr...cold enough for you?"

2) SFX followed by the O.V.

"So. What are you looking at?"

3) SFX of ominous chord followed by the O.V.

"Hey... don't sneak up on me like that. I nearly blew out a light!"

**3) Unknown Fish:**

1) SFX followed by the O.V.

"Marey doats and dosey doats. Dog my cats and cats my dogs.."

2) SFX followed by the O.V.

"AaaaaCk! This can't be real!?"

3) SFX followed by O.V.

"YIKES! It's moving! You are real!"

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**OPEN SEA**

**1) Saw Fish:**

1: "Slow-slow-move over."

2: "Nothing slows me down. I move faster than water.

What a wimpy swimmer you!"

**2) Dolphins**

1: "Weeeeeeeeeee! Fly ride..Busin'"

2: "Follow fast. Fun follow."

**3) Sharks**

1: "Da-dum da-dum. Check it out! "

2: "Just try it. Go ahead, I'm ready!"

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WHEN THE FISH TRANSLATOR DOESN'T WORK (sequential responses/appears randomly):

- 1) SFX electronic springs **"Error code 40. Whoop-whoop ding."**
- 2) SFX clatter **"It dropeth down (boing) like the gentle rains from (crackle) upon the place beneath. Error. Error. Application not available."**
- 3) SFX a series of electronic splashes and dings **"Does not compute. Can not compute. Will not compute...operator error...operator error"**
- 4) SFX the telephone ascending notes **"Boo dee dah "I'm sorry. Due to technical difficulties, the fish translator is temporarily out of service. Please try your call later."**
- 4) SFX busy signal **"Please deposit 25 cents."**
- 5) SFX crackle **"Here ye-triton of the minnows..(crackle sputter) languageless.."**
- 6) SFX busy signal **INFOMANIAC:"Hello...hello uh-it's me..I'm still working on this thing and it should work better soon."**
- 7) sputter SFX: **"you muddy rascal,how green you are and fresh to this old world..bebep beep error..Is his hat worth a head? beep beep."**

WHEN THE FISH TRANSLATOR MISSES OR IF NOTHING IS THERE (sequential responses):

- 1) SFX ricochette SFX **"Help...I'm a rock"**
- 2) SFX ricochette SFX **"I'm a plant...go away!"**
- 3) SFX ricochette SFX (soft whisper) **"Ssaaaannnd..."**
- 4) SFX busy signal

**TO BE CONTINUED**

**WIN END  
LOOSE END**

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## LEGO SEA CHALLENGE

ROUGH ANIMATION COUNT.....approx. 400

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LEVEL 1: 52    LEVEL 2: 125    LEVEL 3: 100    LEVEL 4: 100

**INTRODUCTION VIDEO:** 1 two and half minute video  
**The Win Video and the Loose Video**

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### LEVEL 1/A: THE SWIM.....15 animations

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#### Swim Cycles

Shark: tiny circles, towards you with snapping mouth.....2  
Dolphin: leaping, towards you and towing you forward .....3  
Being eaten and spit out.....3  
If you steer into a shark, you will be swallowed and spit out. If you  
steer into a dolphin, you will be towed closer.

#### Infomaniac on platform

Bull horn instructions.....4  
Wait cycle/pace.....1

Instructions to Board.....2

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### LEVEL 1/B: The Platform.....37 animations

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Infomaniac welcome.....1  
Intro .....1  
Clickable.....10  
Wait cycle.....1  
Background/Brickster.....1

#### HOTSPOTS

Registration book/wiggle and open.....2  
Info explain.....1  
Flag move.....1  
Shark cage gags.....3  
Elevator switch.....3

## TRANSITION

Exit.....	1
Back in.....	2
Decompression Chamber.....	1
Click to put on gear and board ppu.....	1
Out to undersea.....	4
Foreground at entrances.....	4

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## LEVEL 2

---

### Vehicle Dash

Radio/on and off.....	1
Rescue Center for help.....	1
Sonar.....	1
3 Vehicle images.....	1
Camera.....	1
Fish Translator.....	1
Pick Brick.....	1
Kick Brick.....	1

10 brick retrieval animations.....	3
10 kick brick animations.....	3
Obstacles.....	10
Foreground (10, 10 and 5).....	25
Bad Guy antics.....	10
Swim cycles for fish/divers.....	30

### Rescue Center

door open.....	1
Welcome.....	6
Intro.....	6

### HOTSPOTS

Microscope.....	10
fish feeding.....	10
Quick build.....	3
Clickable info.....	10

Transition out to sea.....	3
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### LEVEL 3

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Foreground...	30
Background.....	10
Obstacles.....	10
Bad Guy Antics.....	20
Rescue.....	3

#### Puzzles

build.....	10
deconstruct.....	10
camera puzzles.....	10
juke box.....	6

Transitions when Power Brick is found.....	5
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### LEVEL 4

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Deconstruct.....	5
Shoot.....	10
Revival.....	5
Bad Guy.....	10
Obstacles.....	10



## EXTERIOR ANIMATIONS

ANI TYPE	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
FOREGROUND				
BACKGROUND				
OBSTACLES				
FISH TRANS				
BAD GUYS				
GOOD GUYS				
HOTSPOTS				
DIVERS Mono				
MISC. Mono				

## INTERIOR ANIMATIONS

ANI TYPE	PLATFORM	RESCUE CNTR.	SHIP 1 & 2	CITY
FOREGROUND				
BACKGROUND				
OBSTACLES				
FISH TRANS				
BAD GUYS				
GOOD GUYS				
HOTSPOTS				
DIVERS Mono				
MISC. Mono				

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**TO BE CONTINUED**

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## ROUGH MODEL COUNT

MODEL	SOURCE	CODE	NOTES
Octopus	Kit/exact		
Sting Ray	Kit /exact		
Dolphin	Kit/exact		
Shark	Kit/exact		Exists in <i>Island</i> . Need white ones and grey ones
Saw fish	Kit/exact		
Small fishes	made up		
Crab	made up/decal		
unknown fish 1	made up		
unknown fish 2	made up		
unknown fish 3	made up		
Lantern fish	made up		
Star fish	made up/decal		
Anchovies	made up		
Whale bones	Kit/exact		exists in European catalogue only. we need to purchase
Diver with full gear	kit exact		
Interior characters	from Island and existing		Texture maps to be reused and some to be made up per sketches. 7 exist (Island) and 8 new
Fishing Boat	Kit/exact		
ENVIRONMENT Kelp Forest Coral Course Sandy Sea Floor Rocky Caverns Open Sea Floor	Per sketches and made up		
Surface Platform Exterior	kit/exact with modifications		
Flag hotspot	layout/kit		
Elevator witch	layout/kit		

Shark cage	kit		
captain's Log exterior	made up		Registration book/change color to RED
Interior	made up		new nautical design
tiles with letters	made up		exists/ new color
Elevator door/interior	made up		
elevator buttons/3	made up/icons		
bullhorn	kit		exists
Decompression chamber	made up/layout		
PPU vehicle	kit		

Made up tunnel entrances, etc. to be built from LEGO pieces

PPU Dash sonar/brick picker/radio, etc	made up		
Exit/Entrances to sea from elevator shaft	made up		
Base plates	kit		sand color
Plants	kit		
More Plants	made up		
Bricks	kit		exist
Rocks/caves	made up some from kit		
Coral	made up		
Rescue Center exterior	kit		
Interior/rescue Center/main room	kit/modified		
Lab rooms	made up		
microscope	kit		

10-20 2D microscope gag scenes to be created per script

Fish feeding station-made up per layout

aquariums and scientific apparatus	made up based on kits		
radio	made up		
doorways	kit based		

tables/chairs/ misc.	kit		exist
<b>VEHICLES</b> 1) Claw vehicle 2) Mini-sub 3) wacky combo	kit		as vehciles and brick by brick
DASH and dash features	made up per layout		
Pirate Ship wreck	based on kits		
anchor	kit		
ships wheel	kit		
treasure chests	kit		should open/close
jewels/coins	kit		
Captain's Quarters	made up per layout		
misc. rooms	per layout		
Skeletons	kit		exist
Ghosts			exist
barrels			exist
pizzas			exist
spear guns	kit		
urchins	made up		
<b>TRASH</b> sinks old bikes tires doors cans, bottles	made up		
<b>BUILDING RUINS</b>	made up per kits/layout		
3 secret rooms	made up/layout		
umbrellas			exist

misc. furniture and items			exist
pirate swords	kit		
specimens of plants, microscopic things	made up per sketches		
Blue Bioluminescence	made up		
Net	kit		

## **TALENT/VOICE**

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**INFOMANIAC:** Patrick Hagan  
**PEPPER:** John Morris  
**BRICKSTER:** David Landers  
**BLOCKHEAD:** Fred Kolhoff (stars)  
**DR. GIL PHILTER:** Frank Houseman  
**PROFESSOR CARRIE BEAN:** Cameron Galloway (stars)  
**DR. WIGGLEY PHINZ:** Terry McGovern  
**PLASTIC PETE PESCA:** Fred Raker  
**JOHN "Sunny" SUDAK:** Zane Melmed  
**LUCILLE "Seal" SUDAK :** Lori Thompson (stars)  
**RAY MANTA:** Wes Jenkins  
**NICK BRICK:** Fred Raker  
**LAURA BRICK:** Erin Kate Whitcomb  
**RADIO D.J.:** Terry McGovern  
**MAMA BRICKOLINI:** June Foray  
**PAPA BRICKOLINI:** Ralph Pedusco  
**FISH TRANSLATOR VOICE:** Roger Jackson  
**SKELETONS:** All above voices as their second (or third) voice  
and Dave Patch and Chris Stoeher  
**RADIO CALLERS:** wes, zane, frank Houseman and Erin Kate  
**CAPTAIN OF THE INTROBOAT:** Don West (stars)

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- 1) Half Day: Captain/ Don West
- 2) Full Day in L.A.: David Lander as the Brickster  
June Foray as Mama Brickolini
- 3) Full Day: Patrick Hagan as the Infomaniac and a skeleton  
John Morris as Pepper
- 4) Full Day: Fred Raker as Nick Brick, Plastic Pete and a skeleton  
Roger Jackson as the fish translator and a skeleton  
Ralph Peduto as Papa Brickolini
- 5) Full Day: Fred Kolhoff as Blockhead  
Cameron Galloway as Carrie Bean  
Frank Houseman as Dr. Gil Philter, phone caller  
and a skeleton
- 6) Full Day: Terry McGovern as Radio Guy, Dr. Wiggly Phinz  
and a skeleton  
Zane Melmed as John "sunny" Sudak  
and a Radio Phone Caller  
Wes Jenkins as Ray Manta and a Radio Phone Caller
- 7) Full Day: Erin Kate Witcomb as Laura Brick, skeleton & Caller  
Lori Thompson as Lucille "Seal" Sudak and a skeleton  
Dave Patch, Chris Stoehrer as skeletons
- 8) Pick up session/if needed

## MUSIC

Intro Video theme Song: **Lorin Nelson**  
Theme song LEVEL 1 / Swim: **Lorin Nelson**  
Surface Platform Song:  
Elevator tune: **Lorin Nelson**  
Theme song LEVEL 2 / Brick Hunt in Kelp:  
Theme song LEVEL 2 / Brick Hunt in Coral:  
Sandy Floor/Cruising to Rescue Center: **Ray Regan**  
Interior of the Rescue Center:  
Build song:  
Entrance to Deep Sea tunnel entrance: **Lorin Nelson**  
Theme song LEVEL 3 / Power Brick Hunt in the deep :  
Pirate Ship Song(s): **John Isham**  
Modern Boat Song:  
Ancient Ruins Song(s): **Ray Regan**  
Theme song LEVEL 4 / Deconstruction Fight: **Peter Dunn**  
Song attached to shark: **Lorin Nelson**  
Song attached to dolphin: **Lorin Nelson**  
Song attached to octopus:  
Song attached to bad guys vehicles: **Lorin Nelson**  
song attached to good guy vehicles: **Lorin Nelson**  
mini-tune while trying to solve a problem  
mini-tune when doors open:  
mini tune when Power Brick is found  
mini-tune when you're shot  
**Win song:**  
**Lose song:**  
RADIO SONGS:  
**Monica Pasquel**  
**Kathleen Salvia**  
**Ray Regan**(same as ancient ruin song)  
**Decal**